

# **Lone Wolf Club Newsletters**

## **Newsletter – 1986 Summer Special**

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

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**Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Paul Haskell** – providing better quality scans of artwork taken from the books.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



## SUMMER SPECIAL 1986



This action-packed **SUMMER SPECIAL** edition of the club newsletter contains a black & white map of **NORTHERN MAGNAMUND**, a new-look Monastery Mailbag feature, plus details of a new series of adventure gamebooks by **Joe Dever**, which can be played by one or two readers. Also, there is a chance for members to enter the '**Design a Monster**' competition, with the winner's creation appearing in a future Lone Wolf book!





# Monastery Mailbag

A SELECTION OF LETTERS  
FROM LONE WOLF FANS

This issue we introduce a new look to the Monastery Mailbag by way of a "Question & Answer" format. We hope it will enable us to answer more of your questions and queries about the Lone Wolf series.

If the Shadow Gates are the only entrances to the Daziarn, and they move about, and they can only be seen by the Kundi, then:

- 1) How come the entrance to the Daziarn below the Magician's Guildhall stays where it is?
- 2) How come the magicians knew it was a Shadow Gate and knew it was there if they couldn't see it and they weren't of the Kundi Tribe?
- 3) If the Daziarn is an 'Eternal Prison' from which none can escape, how does Grey Star hope to get out of it?

(Jim Clarke, Belfast)

The nature of Shadow Gates differs greatly in northern and southern Magnamund. In the north they are fixed geographical locations where the two planes of existence overlap and connect to form doorways from one to the other. But in the south, following the exodus of the Shianti, Shadow Gates rarely—if ever—appear in the same place for more than one day. Before the Golden Age of the Shianti, all Shadow Gates were like those in the north. But following the return of the Moonstone to the Daziarn, the Goddess Ishir used her power to alter the nature of the Shadow Gates in the south, so that the Shianti would not easily be tempted to enter and retrieve their Moonstone. (One of the fixed southern Shadow Gates was once located in the Darkling Room in the Port of Suhn.)

The magicians of the Crystal Star Guild are not aware of the purpose of the Shadow Gate on which they built their Guildhall. Early members of their order entered the portal and were never seen again (they are still alive somewhere in the Daziarn), after which the guild assumed the portal to be some sort of magical black hole, and have used it ever since as a place of

disposal for murderers and traitors. Other fixed sites for northern Shadow Gates include Ikaya (through which the Ice Demons entered Magnamund) and below the Tomb of the Princess in Barrakeesh.

Grey Star will be able to use the power of the Moonstone to effect an escape from the Daziarn. The nature of his escape and the adventure which follows is told in the last of the Grey Star first series, entitled—'War of the Wizards'.

\*\*\*\*\*

Is Helgor a Darklord city?

(Glenn Innes, Scotland)

Helgor is the capital city of Magador, the most northerly territory in the Stornlands. The peoples who originally settled here came from the south-west and mined the ore-rich mountains. But their wealth soon attracted outlaws and robber-barons who fought to take over the land. In MS 3657, all of the royal household were murdered, and a pretender called Prince Dolgorn acceded to the throne. The present ruler, King Vanagrom VI, is a descendant of Dolgorn. Although Magador is seen to be an independent kingdom, the King is little more than a puppet of the Darklords. Helgor, at the moment, is not a Darklord city, but it is destined to become one in the very near future!

**IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:**

LONE WOLF CLUB  
BEAVER BOOKS  
BROOKMOUNT HOUSE  
62-65 CHANDOS PLACE  
COVENT GARDEN  
LONDON WC2N 4NW



Does the retrieval of the Lorestones change Lone Wolf's COMBAT SKILL, ENDURANCE or Disciplines in any way?

(Ed Hickey, Dublin)

Yes, only by rediscovering the Lorestones can Lone Wolf acquire the Disciplines of the Magnakai beyond the three he has mastered by study alone. By acquiring the additional Disciplines, he will be able to complete Lore-circles and thereby increase his COMBAT SKILL and ENDURANCE. Also, increased rank status also brings with it an improvement of existing Magnakai Disciplines, as detailed in the 'Improved Disciplines' section of Lone Wolf Books 7+.

\*\*\*\*\*

What is the proper title of Grey Star book 3?

(Coryn Jones, Milton Keynes)

Originally, Book 3 was going to be called 'Beyond the Shadow Gate', for the obvious reason that the adventure takes place on the other side of a Shadow Gate. However, Beaver Books thought that there would be confusion amongst booksellers because the title would be similar to 'Shadow on the Sand'. Rather than argue the point, we decided to argue the key word 'shadow' to 'nightmare'.

\*\*\*\*\*

On page 25 of Grey Star Book 2, it says you '...carry a maximum of eight items in your Herb Pouch'—should it be six?

(Paul Fox, Eire)

Actually, the rule that first appeared in Grey Star book 1 regarding the Herb Pouch was incorrect. It should be able to hold up to eight items, hence the changed rule in later books.

\*\*\*\*\*

After Darklord Haakon's death in 'Shadow on the Sand', who is the leader of the Darklord Empire?

(Nathan Worrell, Grimsby)

The successor to Darklord Haakon will be Darklord Gnaag of Mozgôar. Following Haakon's demise, a civil war breaks out in Helgedad as rival Darklords fight for the throne. The war lasts five years before Gnaag emerges triumphant.

What is the name of the creature which appears in entry no. 223 in 'The Chasm of Doom'?

(Linda Scott, Bradford-on-Avon)

The bird is an Itikar, similar to the one on which you make your escape from the Grand Palace of Barrakeesh in 'Shadow on the Sand'.

\*\*\*\*\*

When was the Book of the Magnakai lost, and how?

(Jason Cowley, Winterbourne)

The Book of the Magnakai was lost in the year MS 4434. It was stolen by agents of the Zakhan of Vassagonia who wished to use it to bargain for power from the Darklords. The plan went wrong when the agents double-crossed the Zakhan and tried to strike up a deal directly with the Darklords. They hid the Book in the Tomb of the Majhan and then sought an audience with the Darklords by approaching a Drakkarim warlord in the city of Torgar. Unfortunately, the Drakkar dismissed their attempt to strike up a deal and simply tortured them in order to extract the hiding place for himself. However, both agents died before revealing the location of the book, and the hiding place remained a secret until MS 5055 when Haakon learned of what had happened. He used his power to call on the spirits of the agents, and bought them back under his control as 'Stuzor-zutaagon'—weak, wraith-like undead. This is how he learned of the location of the lost Book of the Magnakai.

\*\*\*\*\*

What is the capital of Cloeasia?

(Andrew Short, Leeds)

Kadan is the capital of Cloeasia. The Zultanate of Cloeasia came into being in the year MS 2950, formed by exiles from Vassagonia rule and displaced rebels and renegades from southern Durenor. It maintains a shaky independence from Vassagonia, but has lost much of its former wealth and territory due to political and geological upheavals in the Lastlands. It is currently (MS 5058) one fifth of its original size, and its population number less than 30% of its number when it first established self-rule. Its main resources are iron ore and copper, and its ruler is Zultan Guldarra.

# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: MARTIN POYNER  
Age: 14  
Address: England  
Hobbies: Lone Wolf, Fighting Fantasy, Dr Who.  
Would like a pen-pal (boy or girl) preferably living in another country.

Name: STEVEN ROBERTSON  
Age: 11  
Address: Scotland  
Hobbies: Stamp collecting, bird watching, gamebooks.  
Wants a pen-pal (boy / girl) with similar interests.

Name: JEFFREY DAVIES  
Age: 13 ½  
Address: Wales  
Hobbies: All role-playing games, stamp collecting, Rubic's cube and gamebooks.  
Wants a male pen-pal of the same age.

Name: ALEXANDER FENNELL  
Age: 12  
Address: England  
Hobbies: Lone Wolf, T&T, Dragon Warriors, FF, chess, sports, DMing.  
Wants a pen-pal (boy / girl) of similar age (11–14) and with similar interests.

Name: JULIETTE WHITE  
Age: 10  
Address: England  
Hobbies: AD&D, astronomy, swimming, drawing, Tolkien.  
Wants a sane female pen-pal aged 9–12 with similar interests.

Name: BEN THOMAS  
Age: 9  
Address: Oman  
Hobbies: Computing, gamebooks, reading, scrabble, swimming, ice-skating.

Wants a male pen-pal aged 8–10 with similar hobbies.

Name: EDWIN YAU  
Age: 16  
Address: England  
Hobbies: Lone Wolf, Grey Star, Way of the Tiger, Star Trek & Dr Who.  
Wants a pen-pal (boy / girl) aged 13+ with similar interests.

Name: PHILIP HOWARD  
Age: 13  
Address: England  
Hobbies: RPGs, gamebooks, computing, snooker, reading, comics, Adrian Mole.  
Would like a UK pen-pal with similar interests (aged 12–14).

Name: SARAH AVERY  
Age: 15  
Address: England  
Hobbies: Gamebooks (especially Lone Wolf), pop music.  
Would like a handsome male pen-pal with a sense of humour and similar interests (aged 16–18). Send photo with first letter.

Name: GARY CLARKE  
Age: 15  
Address: Co. Durham  
Hobbies: Gamebooks, MERP, Tolkien, DMing, D&D, horror.  
Wants a pen-pal (preferably girl) aged 13–16 with sense of humour. Send photo.

Name: DARREN KEMP  
Age: 10  
Address: England  
Hobbies: Gamebooks, computers, reading, model building.  
Would like a pen-pal (boy / girl) with similar interests, aged 10–12.

Name: IAN CORRIE  
Age: 12  
Address: England  
Hobbies: Lone Wolf, sci-fi, Middle-Earth and RPGs.  
Wants a human pen-pal with IQ of at least –3, boy or girl, aged 11–14.

Name: WAYNE BURCELL  
Age: 12  
Address: England  
Hobbies: Gamebooks, computers, TV, pop music and Transformers.  
Wants a pen-pal (boy / girl) with similar interests and who lives abroad.

Name: NARKAJI RURUNG  
Age: 13  
Address: Hong Kong  
Hobbies: Gamebooks, soccer, drawing, outdoor adventures.  
Would like a male pen-pal with similar interests.

Name: CRAIG MARVIN  
Age: 12  
Address: England  
Hobbies: RPGS—Nighthawks, Star Frontiers, AD&D, RuneQuest, and gamebooks.  
Wants a male pen-pal with same interests (& same age).

Name: SAI WAI LEI  
Age: 9  
Address: England  
Hobbies: Reading, drawing, Transformers, astronomy, fantasy, music.  
Wants a pen-pal, boy or girl, with similar interests.

Name: KATY HARPWOOD & JENNY COOPER  
Age: 11  
Address: England  
Hobbies: Sports, reading, computer games and pop music.  
Want two good-looking boy pen-pals with sense of humour, and same ages (11). Send photos.

Name: MOHAMAD AFSHAR  
Age: 10  
Address: England  
Hobbies: Football, cricket, rounders, drawing, collecting stickers.  
Wants a pen-pal (boy / girl) with similar interests.

Name: JULIAN WATCHAM  
Age: 25  
Address: England  
Hobbies: Fantasy literature, heavy metal, economics & politics.  
Would like a pen-pal with an interest in heavy metal.

Name: SEAN RICHARDS  
Age: 13  
Address: England  
Hobbies: Lone Wolf, FF, drawing, computers (C64 / 128 & V 20), modelling.  
Wants a pen-pal with a Commodore 64 / 128.

### Kai Konnection Form:

NAME: .....

ADDRESS: .....

..... AGE:.....

YOUR HOBBIES / INTERESTS .....

.....

TYPE OF PEN-PAL YOU WOULD LIKE .....

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 62-65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

# ACTION-PACKED ADVENTURE

From the author of the  
award-winning Lone Wolf adventures  
comes a major new development  
in gamebook design

## Combat Heroes

BY JOE DEVER

---

CAN BE PLAYED SOLO OR WITH TWO PLAYERS

---

A DIFFERENT SOLO ADVENTURE IN EACH BOOK

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SIMPLE NO-DICE COMBAT AND MOVEMENT SYSTEM

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EVERYTHING NEEDED FOR PLAY INCLUDED IN EACH BOOK

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FROM THE BEST SOLO GAMEBOOK OF THE YEAR AUTHOR

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CAN BE PLAYED ANYWHERE AND ANYTIME

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---

INFINITE MOVE POSSIBILITY – NO TWO GAMES EVER  
IDENTICAL

---

PLAYER HAS COMPLETE CONTROL OVER HIS CHARACTER

---

Author *Joe Dever* is a former Dungeons & Dragons World Champion. His best-selling LONE WOLF adventures, voted 'Best Solo Gamebook of 1985', have earned him recognition as a master of the gamebook craft.

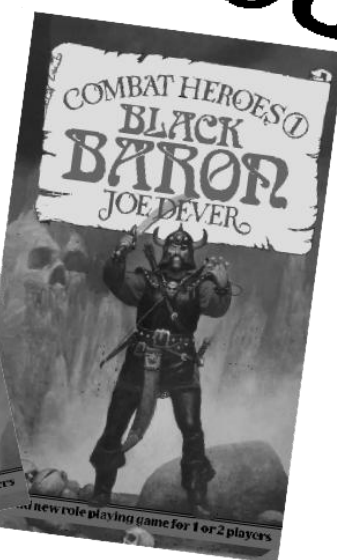
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### THE WHITE WARLORD

You are the White Warlord of Kordan, sworn enemy of the Black Baron of Zorn. His henchmen have captured and imprisoned you in the dungeons of his fortress—Castle

Blackdown. You must use all your warrior cunning to survive the deadly tricks he has devised to end your life. Avoid his traps, solve his riddles and find his hidden treasures and you may live to avenge your honour in a fight to the death with the Black Baron himself.



### THE BLACK BARON

In the combat maze of Xenda you face your arch-enemy—the White Warlord of Kordan. Around every corner, behind every obstacle, in the shadows of every corridor lurks the threat of ambush or sudden death. At every turn you

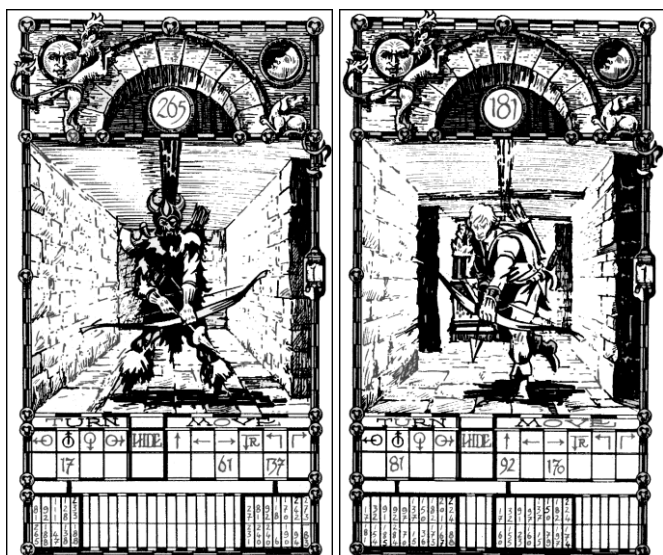
are in total control as you endeavour to outwit, out-shoot and out-fight your opponent, for every successful duel will increase your skills and aid your quest for the highest of warrior ranks—Combat Hero.

Each book in the COMBAT HEROES system contains a solo adventure. Combine your Combat Heroes gamebook with its companion and you have everything you need for an exciting, fast-paced two-player duel.

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Examples of the Combat Heroes two-player game. Each view represents what the player is seeing at every stage of play.

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# Combat Heroes

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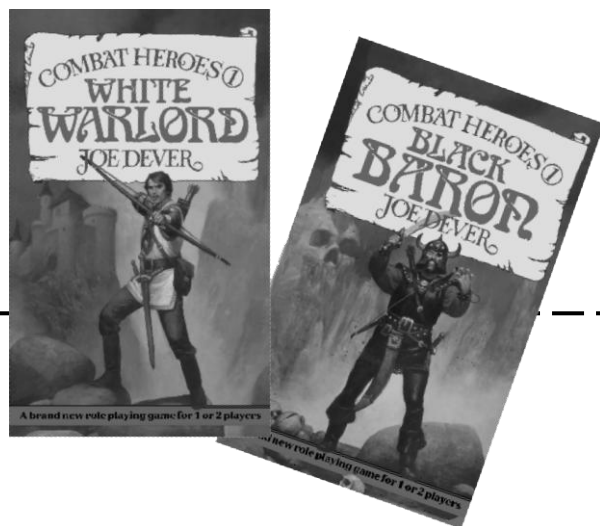
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PUBLICATION DATE: 17<sup>TH</sup> JULY 1986

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I enclose a cheque / postal order for £ \_

£2.25 each

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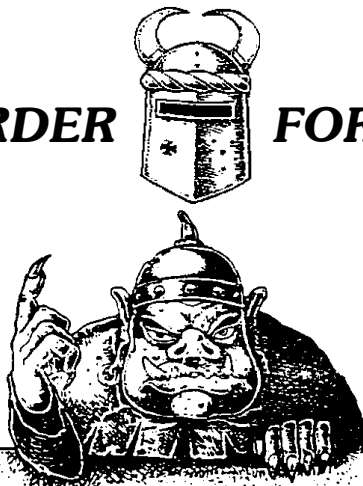
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(BLOCK CAPITALS PLEASE)

Non UK / BFPO members please add 50p per book. All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

# ORDER FORM



### POSTAGE & PACKING CHARGES

<u>No. of books</u>	<u>UK/BFPO</u>	<u>FOREIGN</u>
1	0.28p	0.50p
2	0.40p	0.65p
3	0.59p	0.75p
4	0.66p	£1.00
5	0.66p	£1.25
6	0.98p	£1.35
7 or more	£1.26	£1.50

PLEASE NOTE:

All remittance must be in Sterling in a form that can be drawn on an English bank or post office without incurring a charge.

In response to popular demand, we can now offer Lone Wolf Club members the chance to buy individual titles (or complete sets) in the LONE WOLF / GREY STAR / COMBAT HEROES series, signed by JOE DEVER.

TITLE	COST	No. REQ'D	TOTAL
LONE WOLF 1: Flight from the Dark	£1.75	_____	£_____
LONE WOLF 2: Fire on the Water	£1.75	_____	£_____
LONE WOLF 3: The Caverns of Kalte	£1.75	_____	£_____
LONE WOLF 4: The Chasm of Doom	£1.75	_____	£_____
LONE WOLF 5: Shadow on the Sand	£1.75	_____	£_____
LONE WOLF 6: The Kingdoms of Terror	£1.75	_____	£_____
LONE WOLF 7: Castle Death	£1.95	_____	£_____
GREY STAR 1: Grey Star the Wizard	£1.75	_____	£_____
GREY STAR 2: The Forbidden City	£1.75	_____	£_____
GREY STAR 3: Beyond the Nightmare Gate	£1.75	_____	£_____
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COMBAT HEROES 1: The White Warlord	£2.25	_____	£_____
COMBAT HEROES 2: The Black Baron	£2.25	_____	£_____

NAME: \_\_\_\_\_

POSTAGE: £

ADDRESS:

TOTAL: £

POSTCODE

SUBTOTAL: £

Send your order to: LONE WOLF BOOK OFFER, Beaver Books, 62-65 Chandos Place, London, WC2N 4NW, England.

If you wish to keep your newsletter intact, copy or photocopy this order form and enclose it with your remittance.

Please  
print  
clearly

## ***New Year's Special Treasure Hunt COMPETITION***

[illegible]

MULTIPLY THE NUMBER OF TUNNELS THERE ARE THROUGH THE HAMMERDAL MOUNTAINS BY THE ENDURANCE POINTS OF THE TRAITOR'S MONSTER.

ON A PAGE WITH THE SAME NUMBER LIES A CITY.  
A HUNDRED MILES TO THE SOUTH LIES SNOTHER.  
SEARCH THERE

THE DRIED COVER OF A FRAGRANT SEED  
REVEALS THE GUIDE OF THE TREASURE YOU  
SEEK. FIND IT AND SCRATCH IT AND YOU'LL  
DISCOVER WHAT APPEARS TO BE STEEL IS  
REALLY MUCH MORE—THE KIND OF METAL YOU  
WEAR A POUCH FOR!

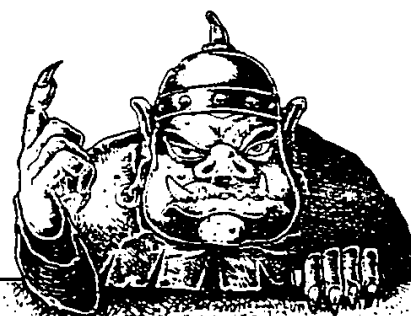
Paul wins a PARKER GOLD ROLLER PEN and a signed presentation certificate. The five runners-up, who each won a CASIO RD-10 FM CARD RADIO, were:

JOHN FOWLEY of LEEDS  
COLIN JOHNSON of  
NOTTINGHAM  
JASON KAYLOR of ROTHERHAM  
LEWIS BRENT of GWENT  
ANNE CHAMBERLAIN of  
BLACKPOOL

Congratulations to the winner and runners-up, and to all Kai Lords who took part, especially those who appear in the

\*\*\*\*\*ORDER OF MERIT\*\*\*\*\*

Steven Robertson, Ben Afia, Thomas Sutcliffe, David Uffindell, Jason Lookley, Allistair Young, Altaf Dhanani, Peter Sawers, David Naylor, Edward Budd, Steven Tongue, Bruce Scott, M S Bullen, Colin Fenwick, Luke Adams, Stephen Vest, Darren Beck, Marious Panayiotou, Simon Powell-Evans, Karly Franzmann, Matthew Evans, Graham Burgin, Kim Nicks, R Forder, Alan North, Paul Bailey, Clifford Coh, Justin Wells, Mark Adcock, Ben Taylor, Darren Roberts, Edward Hickey, Linda Scott.



## Newsletter No. 5 Crossword

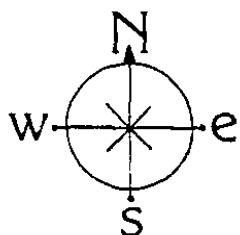
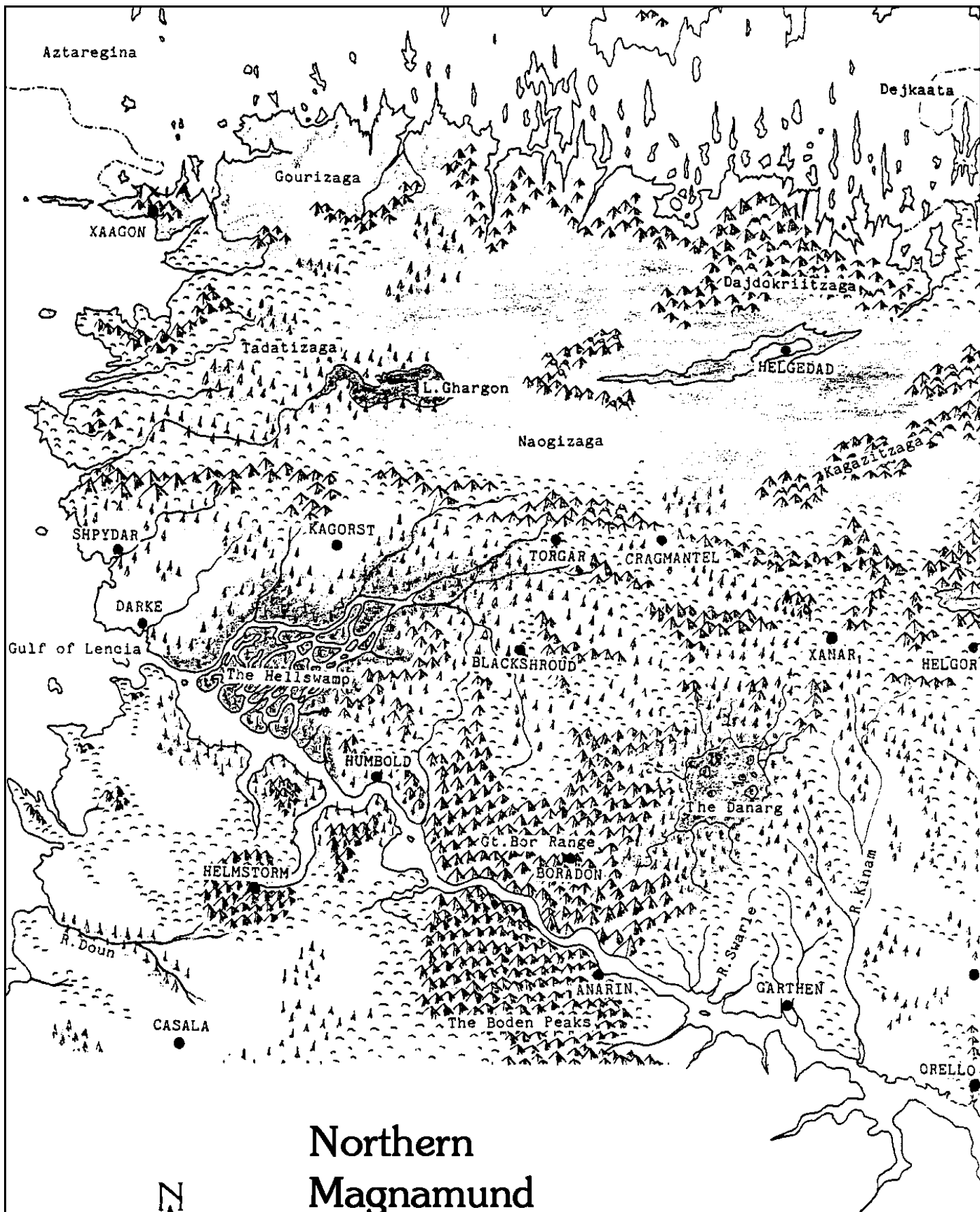
### **SOLUTION**

1	5	6		2	8	9	
I	N	N		B	O	A	R
3							
N	E	E	D	L	E	S	
4					7		10
R	E	X			D	T	T
13				11			
A	D	U		K	E	E	L
		18				12	
H		S	E	A		R	A
14	16			19			
I	F			B	R	O	N
15		17					
M	A	D		A		I	
	20						
R	A	M	R	O	D		

Did you manage to decipher the clues? For those of you who are still scratching your heads, the treasure itself was a GOLD MACE. The dried outer covering of nutmeg is known as mace, and the kind of metal that you wear a pouch for in the Lone Wolf adventures is gold. The city in which it was hidden was Ryme in the country of Durenor.

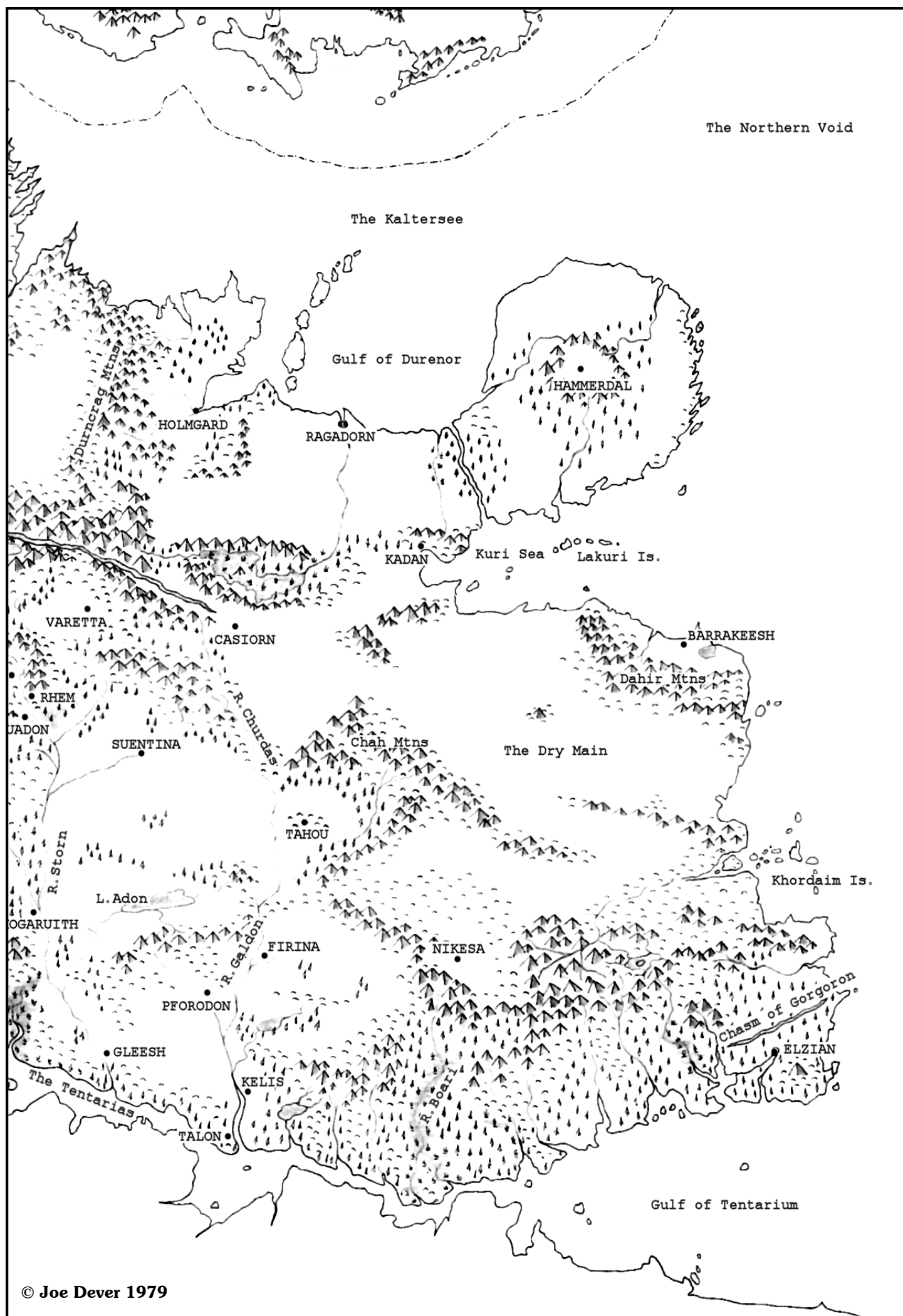
The first correctly completed postcard picked out of the hat was sent in by:

**PAUL LANGTON of Co DURHAM**



\* Distance in Miles

## Northern Magnamund



SUMMER SPECIAL

COMPETITION

## **DESIGN A LONE WOLF MONSTER**

The theme of this issue's competition is to design a Lone Wolf monster. Your creation must be original—not a copy of a creature which already exists in any fantasy game or book. We shall be looking for imaginative names and descriptions, and, although a sketch or drawing is not essential, any artwork submitted to illustrate your creation will be favourably considered.

All entries must contain the following details:

- 1) NAME OF CREATURE
- 2) ITS COMBAT SKILL AND ENDURANCE SCORES
- 3) A DESCRIPTION OF ITS PHYSICAL APPEARANCE INCLUDING ANY SPECIAL ABILITIES, WEAKNESSES AND SKILLS
- 4) A BRIEF ACCOUNT OF WHERE IT LIVES (forest, swamp, mountains, etc.) AND HOW IT CAME TO LIVE THERE (no more than 120 words max.)
- 5) YOUR NAME, ADDRESS, AGE AND KAI RANK

### THE PRIZE

THE ENTRANT WHOSE MONSTER IS JUDGED TO BE THE MOST ORIGINAL CREATION WILL WIN A VERY SPECIAL PRIZE. THE WINNING CREATURE WILL BE INCLUDED IN A FUTURE LONE WOLF ADVENTURE AND ITS DESIGNER WILL RECEIVE AN ACKNOWLEDGEMENT OF HIS CONTRIBUTION, TO BE PRINTED IN EVERY EDITION OF THE BOOK THROUGHOUT THE WORLD. SO, IF YOU WOULD LIKE TO SEE YOUR NAME IN A FUTURE LONE WOLF ADVENTURE—NOW'S YOUR CHANCE.



Entries must be in by 16<sup>th</sup> OCTOBER 1986. Any received after this date will not be counted so do get them in as soon as possible. The winner will be notified no later than 1<sup>st</sup> November 1986.

SEND YOUR ENTRY TO:  
LONE WOLF MONSTER COMPETITION  
Beaver Books,  
62-65 Chandos Place,  
London, WC2N 4NW

# Project Aon License

21 August 2009

## 0. Preamble

Joe Dever, author of the Lone Wolf game books, and Ian Page, author of the World of Lone Wolf books are providing certain of their works for free (gratis) download from the internet. Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr, Graham Round, and Brian Williams are similarly offering the illustrations that they did for these books. This license is intended to protect the rights of the authors and the illustrators, grant rights to their readers, and preserve the quality of the books distributed in this way.

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## 1. Definitions

### 1.0

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### 1.1

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